Orium Dragons

Preservers of Ancient History

Habitat: Forest (Jungle); **Treasure:** Relics

Orium dragons are the premiere archaeologists and dungeon delvers of the draconic world. They seek to discover ancient places and remnants of past empires all in order to learn as much as they can about the civilizations of bygone ages and in some cases restore them to former glories. To an orium dragon, an ancient ruin is not merely just a place to dwell, but the artifacts, relics, and historical findings held in such a place are treated as a horde of treasure.

They view most other creatures as falling into one of three categories; allies, thieves, and food. They begin most encounters with other creatures by asking them many direct questions about who they are and what their intentions might be until they determine which category they fit into. Thieves and food are often given the same treatment, that being a swift and violent end. Potential allies are typically shown a display of the dragon's power before the dragon tests them with some sort of task. Those who wish to live peacefully in the dragon's domain without destroying or disrupting the ruins which the dragon so covets are afforded food and lodging in exchange for assistance with the dragon's expeditions. Those who prove to be powerful allies are sometimes granted powerful magic items discovered by the dragon throughout its long and storied career as a relic hunter.

Orium dragons are named for a rare and mythical metal used by powerful empires and civilizations in ages long since past. This metal is said to be softer than

gold, and therefore not very useful for forging weapons and armor, but also extremely receptive to the arcane. As such, it was often used for augmenting magical items and empowering mundane objects with ease. Some stories even tell of spellcasters who had managed to produce thin sheets of orium to use as spellbook pages. Native to the Feywild, it is an incredibly dangerous metal to work with as it is toxic in its natural form, so even if a smith knows the methods by which to smelt the material without access to the correct methods of purification the objects created as a result can be highly poisonous.

ORIUM DRAGON WYRMLINGS

From birth orium dragons are infatuated with the idea of conducting their own expeditions into lands unknown to seek out what mysteries might remain from ages past. They often begin to feed this interest by voyaging further and further from their home until eventually they are strong enough to venture out alone.

YOUNG ORIUM DRAGON

Young orium dragons are often obsessed with making their first big archaeological find and establishing a lair. This often leads them to entreating allies in order to organize more ambitious forays into dangerous lands and distant locales.

ADULT ORIUM DRAGON

By adulthood, most orium dragons have established themselves within lairs constructed within ancient ruins belonging to a past culture they admire for one reason or another. They may still venture out to seek what ancient secrets exist elsewhere in the world, but they typically fixate on restoring the civilization of their choosing back to a place that resembles what it once was, even if nobody is around to live there anymore.

ANCIENT ORIUM DRAGON

Ancient orium dragons aspire to the loftiest goals of archaeological study. They seek only the most obscure, ill-documented, and ancient secrets to occupy their time. They seek out lost civilizations and forgotten ruins belonging to people whose mere existence is in question. Places that predate any known historical records are especially of interest. Ancient dragons may also attempt to truly resurrect such cultures, often upending the status quo in the region by reviving an entire nation of people thought to only exist in myth and legend.

VAPOROUS SPIRITS

Vaporous spirits are the essence of the dragon's powerful innate magic given a brief facsimile of life through the use of their breath weapon. While they themselves are not truly alive, they can think and act as the dragon who summons them commands.

ORIUM DRAGON LAIRS

Orium dragons make their homes in dense jungles and places where ancient ruins may be uncovered.

The region containing an adult or ancient orium dragon's lair is altered by its presence, creating the following effects;

Truth Laid Bare. Creatures within 6 miles of the dragon's lair have disadvantage on deception checks.
Living History. Creatures within 6 miles of the dragon's lair have advantage on history checks.
Encroaching Feywilderness. Portals to the Feywild are much more common within 12 miles of an orium dragon's lair, and any creature casting Plane Shift to travel to the Feywild can do so without the Material Components.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

ORIUM DRAGON LAIRS

1d6	The Dragon Makes its Lair In...
1	A vast and complex ruin buried deep within a jungle.
2	The lair of a black dragon which was slain by the orium dragon who now seeks to uncover the origin of the previous occupant's horde.
3	The ruins of an ancient civilization which the dragon has transported into the Feywild.
4	A grand city, once in shambles, faithfully reconstructed by the dragon's servants.
5	The midst of an unknown empire's final few remaining structures which are hidden away beneath a blanket of ice.
6	An archaeologist's guild hall, which the dragon operates as a means to discover new fallen kingdoms.

Orium Dragon Wyrmling

Medium Dragon (Metallic), Neutral Good

AC 17 **Initiative** +4 (14)
Hit Points 45 (7d8 + 14)
Speed 30 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 15	+2	+2	**DEX** 14	+2	+4	**CON** 14	+2	+2
INT 10	+0	+0	**WIS** 11	+0	+2	**CHA** 13	+1	+1

Skills History +4, Insight +2, Investigation +4, Perception +4
Immunities Acid, Poison, Poisoned
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14
Languages Draconic
Challenge 3 (XP 700; PB +2)

Traits

Vaporous Spirit. When the dragon uses its acidic vapour breath, it can choose to summon a Vaporous Spirit anywhere in the area of effect. The spirit acts immediately after the dragon in initiative.

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit*: 5 (1d6 + 2) Slashing damage plus 2 (1d4) Acid damage.

Acidic Vapour Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 12, each creature in a 15-foot Cone. *Failure*: 13 (2d8) Acid damage plus 13 (2d8) Poison damage. *Success*: Half damage.

Young Orium Dragon

Medium Dragon (Metallic), Neutral Good

AC 18 **Initiative** +5 (15)
Hit Points 152 (16d10 + 64)
Speed 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE

Str 19	+4	+4	**Dex** 14	+2	+5	**Con** 18	+4	+4
Int 12	+1	+1	**Wis** 12	+1	+4	**Cha** 15	+2	+2

Skills History +7, Insight +4, Investigation +7, Perception +7
Immunities Acid, Poison, Poisoned
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 17
Languages Common, Draconic
Challenge 8 (XP 3,900; PB +3)

Traits

Vaporous Spirit. When the dragon uses its acidic vapour breath, it can choose to summon a Vaporous Spirit anywhere in the area of effect. The spirit acts immediately after the dragon in initiative.

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 9 (2d4 + 4) Slashing damage plus 3 (1d6) Acid damage.

Acidic Vapour Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 15, each creature in a 30-foot Cone. *Failure*: 24 (7d6) Acid damage plus 24 (7d6) Poison damage. *Success*: Half damage.

Adult Orium Dragon

Huge Dragon (Metallic), Neutral Good

AC 20 **Initiative** +12 (22)
Hit Points 225 (18d12 + 108)
Speed 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
Str 23	+6	+6	**Dex** 14	+2	+7	**Con** 22	+6	+6
Int 14	+2	+2	**Wis** 13	+1	+6	**Cha** 19	+4	+4

Skills History +12, Insight +6, Investigation +12, Perception +11
Immunities Acid, Poison, Poisoned
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 17

Languages Common, Draconic
Challenge 15 (XP 13,000 or 15,000 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Vaporous Spirit. When the dragon uses its acidic vapour breath, it can choose to summon a Vaporous Spirit anywhere in the area of effect. The spirit acts immediately after the dragon in initiative.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast Melf's Acid Arrow (level 3 version).

Rend. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 13 (2d6 + 6) Slashing damage plus 4 (1d8) Acid damage.

Acidic Vapour Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 60-foot Cone. *Failure*: 27 (6d8) Acid damage plus 27 (6d8) Poison damage. *Success*: Half damage.

Spellcasting. The dragon innately casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

• At will: *Detect Magic, Fear, Melf's Acid Arrow (level 3 version), Shapechange (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)*

• 3/day each: *Speak with Dead*

• 1/day each: *Legend Lore*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Caustic Fumes. *Constitution Saving Throw*: DC 21, all creatures within 30 feet of the dragon. Failure: 22 (4d10) Acid damage, and the target is blinded until the end of its next turn. Failure or Success: The dragon can't take this action again until the start of its next turn.

Crushing Tail. The dragon makes a rend attack. If it hits, the target has the Grappled condition. If the target was already grappled by the dragon's tail the dragon has advantage on the attack roll and whether it hits or not the target is unable to breathe until it is no longer grappled by the dragon's tail.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Ancient Orium Dragon

Gargantuan Dragon (Metallic), Neutral Good

AC 23 **Initiative** +12 (22)
Hit Points 407 (22d20 + 176)
Speed 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 27	+8	+8	**DEX** 14	+2	+9	**CON** 26	+8	+8
INT 16	+3	+3	**WIS** 15	+2	+9	**CHA** 22	+6	+6

Skills History +17, Insight +9, Investigation +17, Perception +16
Immunities Acid, Poison, Poisoned
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 17
Languages Common, Draconic
Challenge 22 (XP 41,000 or 50,000 in lair; PB +7)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Vaporous Spirit. When the dragon uses its acidic vapour breath, it can choose to summon a Vaporous Spirit anywhere in the area of effect. The spirit acts immediately after the dragon in initiative.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast Melf's Acid Arrow (level 4 version).

Rend. *Melee Attack Roll:* +15, reach 15 ft. *Hit:* 17 (2d8 + 8) Slashing damage plus 9 (2d8) Acid damage.

Acidic Vapour Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 22, each creature in a 90-foot Cone. *Failure*: 31 (7d8) Acid damage plus 31 (7d8) Poison damage. *Success*: Half damage.

Spellcasting. The dragon innately casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 21, +13 to hit with spell attacks):

• At will: *Detect Magic, Fear, Melf's Acid Arrow (level 4 version), Shapechange (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell), Speak with Dead*

• 1/day each: *Earthquake, Legend Lore*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Caustic Fumes. *Constitution Saving Throw*: DC 21, all creatures within 30 feet of the dragon. Failure: 33 (6d10) Acid damage, and the target is blinded until the end of its next turn. Failure or Success: The dragon can't take this action again until the start of its next turn.

Crushing Tail. The dragon makes a rend attack. If it hits, the target has the Grappled condition. If the target was already grappled by the dragon's tail the dragon has advantage on the attack roll and whether it hits or not the target is unable to breathe until it is no longer grappled by the dragon's tail.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Vaporous Spirit

Medium Dragon (Metallic), Neutral Good

AC 15 + 1 per age category of the dragon above wyrmling, **Initiative** +4 (14)
Hit Points 10 + 10 per age category of the dragon above wyrmling.
Speed 30 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 15	+2	+2	**DEX** 14	+2	+4	**CON** 14	+2	+2

INT 10	+0	+0	**WIS** 11	+0	+2	**CHA** 13	+1	+1

Immunities Acid, Poison, Poisoned, Psychic; Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained
Senses Blindsight 120 ft.
Languages Telepathy 1 mile (works only with the dragon)
Challenge None (XP 0; PB equals dragon's Proficiency Bonus)

Traits

Magic Resistance. The spirit has Advantage on saving throws against spells and other magical effects.

Return To Form. When the vaporous spirit is reduced to 0 Hit Points, it is instantly destroyed and the breath weapon of the dragon who created it recharges immediately.

Actions

Rend. The spirit makes a rend attack using the same statistics as the rend attack of the dragon who summoned it.

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